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1 Component-based simulation on the Web? 

Michael Pidd, Noelia Oses, Roger J. Brooks

December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 2**

Full text available:  [pdf\(81.23 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 Industrial sessions: middle-tier caching: Middle-tier database caching for e-business 

Qiong Luo, Sailesh Krishnamurthy, C. Mohan, Hamid Pirahesh, Honguk Woo, Bruce G. Lindsay, Jeffrey F. Naughton

June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data**

Full text available:  [pdf\(1.20 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

While scaling up to the enormous and growing Internet population with unpredictable usage patterns, E-commerce applications face severe challenges in cost and manageability, especially for database servers that are deployed as those applications' backends in a multi-tier configuration. Middle-tier database caching is one solution to this problem. In this paper, we present a simple extension to the existing federated features in DB2 UDB, which enables a regular DB2 instance to become a DBCache wi ...

3 The Dublo Architecture Pattern for Smooth Migration of Business Information Systems: An Experience Report 

May 2004 **Proceedings of the 26th International Conference on Software Engineering**

Full text available:  [pdf\(125.50 KB\)](#) Additional Information: [full citation](#), [abstract](#)
 [Publisher Site](#)

While the importance of multi-tier architectures for enterprise information systems is widely accepted and their benefits are well published, the systematic migration from monolithic legacy systems toward multi-tier architectures is known to a much lesser extent. In this paper we present a pattern on how to re-use elements of legacy systems within multi-tier architectures, which also allows for a smooth migration path. We report on experience we made with migrating existing municipal information systems ...

Keywords: Architecture Pattern, Software Architecture, Legacy Systems, Migration

4 Resource management: PAN: providing reliable storage in mobile ad hoc networks with probabilistic quorum systems

Jun Luo, Jean-Pierre Hubaux, Patrick Th. Eugster

June 2003 **Proceedings of the 4th ACM international symposium on Mobile ad hoc networking & computing**

Full text available: [pdf\(612.31 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Reliable storage of data with concurrent read/write accesses (or *query/update*) is an ever recurring issue in distributed settings. In mobile ad hoc networks, the problem becomes even more challenging due to highly dynamic and unpredictable topology changes. It is precisely this unpredictability that makes probabilistic protocols very appealing for such environments. Inspired by the principles of probabilistic quorum systems, we present a Probabilistic quorum system for ad hoc ...

Keywords: gossiping, mobile ad hoc networks, multicast, quorum systems, reliable data storage, replication

5 An adaptive cryptographic engine for internet protocol security architectures

Andreas Dandulis, Viktor K. Prasanna

July 2004 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 9 Issue 3

Full text available: [pdf\(264.87 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Architectures that implement the Internet Protocol Security (IPSec) standard have to meet the enormous computing demands of cryptographic algorithms. In addition, IPSec architectures have to be flexible enough to adapt to diverse security parameters. This article proposes an FPGA-based Adaptive Cryptographic Engine (ACE) for IPSec architectures. By taking advantage of FPGA technology, ACE can adapt to diverse security parameters on the fly while providing superior performance compared with softw ...

Keywords: AES, Adaptive computing, IPSec, configurable, cryptography, high performance, performance tradeoffs, reconfigurable components, reconfigurable computing, reconfigurable systems

6 Web-based and Java-based simulation: Finding a substrate for federated components on the web

John A. Miller, Andrew F. Seila, Junxiu Tao

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: [pdf\(85.61 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Recent developments in software component technology have renewed the promise of reusable software. Combining this with the possibilities of sharing simulation results and models using the Internet makes these new developments all the more important, particularly for Web-Based Simulation. Interoperability standards and data interchanges standards (e.g., XML) help facilitate having simulation models interact with other simulation models as well as other information technology components. This pap ...

7 Using events for the scalable federation of heterogeneous components

John Bates, Jean Bacon, Ken Moody, Mark Spiteri

September 1998 **Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications**

Full text available: [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)

8 A federated approach to distributed network simulation

George F. Riley, Mostafa H. Ammar, Richard M. Fujimoto, Alfred Park, Kalyan Perumalla, Donghua Xu

April 2004 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 14 Issue 2

Full text available:  [pdf\(974.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe an approach and our experiences in applying federated simulation techniques to create large-scale parallel simulations of computer networks. Using the federated approach, the topology and the protocol stack of the simulated network is partitioned into a number of submodels, and a simulation process is instantiated for each one. Runtime infrastructure software provides services for interprocess communication and synchronization (time management). We first describe issues that arise in ...

Keywords: Simulation, distributed simulation, networks

9 Federated databases and systems: part I --- a tutorial on their data sharing

David K. Hsiao

July 1992 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 1 Issue 1

Full text available:  [pdf\(2.99 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The issues and solutions for the interoperability of a class of heterogeneous databases and their database systems are expounded in two parts. Part I presents the data-sharing issues in federated databases and systems. Part II, which will appear in a future issue, explores resource-consolidation issues. *Interoperability* in this context refers to data sharing among heterogeneous databases, and to resource consolidation of computer hardware, system software, and support personnel. *Resour ...*

Keywords: attribute-based, data-model-and-language-to-data-model-and-language mappings, database conversion, hierarchical, network, object-oriented, relational, schema transformation, transaction translation

10 Building a federation of process support systems

Jacky Estublier, Mahfound Amiour, Samir Dami

March 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international joint conference on Work activities coordination and collaboration**, Volume 24 Issue 2

Full text available:  [pdf\(1.31 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The effort in software process support has focused so far on modeling and enacting processes. A certain amount of work has been done, but little has reached a satisfactory level of maturity and acceptance. In our opinion, this is due to the difficulty for a system to accommodate the very numerous aspects involved in software processes. A complete process support should cover topics ranging from low level tasks (like compiling) to organizational and strategic tasks. This includes process enhancem ...

Keywords: architecture, federation, interoperability, process, process support system

11 Game infrastructure: Zoned federation of game servers: a peer-to-peer approach to scalable multi-player online games

Takuji Iimura, Hiroaki Hazeyama, Youki Kadobayashi

August 2004 **Proceedings of ACM SIGCOMM 2004 workshops on NetGames '04: Network and system support for games**

Full text available: [pdf\(60.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Today's Multi-player Online Games (MOGs) are challenged by infrastructure requirements, because of their server-centric nature. Peer-to-peer networks are an interesting alternative, if they can implement the set of functions that are traditionally performed by centralized authoritative servers. In this paper, we propose a *zoned federation model* to adapt MOG to peer-to-peer networks. In this model, *zoning layer* is inserted between the game program and peer-to-peer networks. We intro ...

12 The Jini architecture for network-centric computing

Jim Waldo

July 1999 **Communications of the ACM**, Volume 42 Issue 7

Full text available: [pdf\(180.04 KB\)](#) [html\(31.32 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

13 Performance and scalability of EJB applications

Emmanuel Cecchet, Julie Marguerite, Willy Zwaenepoel

November 2002 **ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 37 Issue 11

Full text available: [pdf\(306.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We investigate the combined effect of application implementation method, container design, and efficiency of communication layers on the performance scalability of J2EE application servers by detailed measurement and profiling of an auction site server. We have implemented five versions of the auction site. The first version uses stateless session beans, making only minimal use of the services provided by the Enterprise JavaBeans (EJB) container. Two versions use entity beans, one with container- ...

Keywords: EJB container design, communication optimization, performance, profiling, scalability

14 Federating and harvesting metadata: JAFER ToolKit project: interfacing Z39.50 and XML

Antony Corfield, Matthew Dovey, Richard Mawby, Colin Tatham

July 2002 **Proceedings of the second ACM/IEEE-CS joint conference on Digital libraries**

Full text available: [pdf\(186.28 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe the JAFER ToolKit project which is developing a simplified XML based API above the Z39.50 protocol[1]. The ToolKit allows the development of both Z39.50 based applications (both clients and servers) without detailed knowledge of the complexities of the protocol.

Keywords: Java, XML, XSLT, Z39.50, programming

15 Comparison of network protocol and architecture for distributed virtual simulation environment

Bu-Sung Lee, Wen-Tong Cai, Stephen J. Turner, Jit-Beng Koh

July 2001 **ACM SIGOPS Operating Systems Review**, Volume 35 Issue 3Full text available:  pdf(688.63 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

In any distributed virtual simulation environment, the underlying network architecture and its protocols play an important part in its performance. This paper describes the different underlying protocols used in the support of the RTI implementation in the Federated Simulations Development Kit (FDK). The communication FM and MCAST modules were modified to support different protocols. The performance of two different protocols: TCP and a new Lightweight Reliable Multicast, called Pseudo Reliable ...

Keywords: DIS, FDK, HLA, RTI, RTI-Kit, fast messages, light weight reliable multicast

16 [HODFA: an architectural framework for homogenizing heterogeneous legacy databases](#)

Kamalakar Karlapalem, Qing Li, Chung-Dak Shum

March 1995 **ACM SIGMOD Record**, Volume 24 Issue 1Full text available:  pdf(653.76 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

One of the main difficulties in supporting global applications over a number of localized databases and migrating legacy information systems to modern computing environment is to cope with the heterogeneities of these systems. In this paper, we present a *novel flexible architecture* (called HODFA) to dynamically connect such localized heterogeneous databases in forming a *homogenized federated database system* and to support the process of transforming a collection of heterogeneous in ...

17 [Comparing industry benchmarks for J2EE application server: IBM's trade2 vs Sun's ECperf](#)

Yan Zhang, Anna Liu, Wei Qu

February 2003 **Proceedings of the twenty-sixth Australasian computer science conference on Conference in research and practice in information technology - Volume 16**Full text available:  pdf(363.74 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

As the Internet and enterprise wide distributed systems become more prevalent in business IT systems, numerous advanced COTS (commercial off-the-shelf) middleware technologies have appeared on the market. One such leading middleware technology type is Sun's Java 2 Enterprise Edition (J2EE) technology. At present, there is an abundance of J2EE application server implementations in the marketplace with almost no discerning differences. The different product vendors all claim to have implemented th ...

Keywords: COTS, benchmark, component-based system, empirical results, middleware

18 [Using Web Service Technologies to Create an Information Broker: An Experience Report](#)May 2004 **Proceedings of the 26th International Conference on Software Engineering**Full text available:  pdf(305.99 KB) Additional Information: [full citation](#), [abstract](#)
 Publisher Site

This paper reports on our experiences with using the emerging web service technologies and tools to create a demonstration information broker system as part of our research into information management in a distributed environment. To provide a realistic context we chose to study the use of information in the healthcare domain, and this context sets some challenging parameters and constraints for our research and for the demonstration system. In

this paper we both report on the extent to which existing we ...

19 Cluster resource management: An integrated experimental environment for distributed systems and networks 

Brian White, Jay Lepreau, Leigh Stoller, Robert Ricci, Shashi Guruprasad, Mac Newbold, Mike Hibler, Chad Barb, Abhijeet Joglekar

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available:  pdf(2.10 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

Three experimental environments traditionally support network and distributed systems research: network emulators, network simulators, and live networks. The continued use of multiple approaches highlights both the value and inadequacy of each. Netbed, a descendant of Emulab, provides an experimentation facility that integrates these approaches, allowing researchers to configure and access networks composed of emulated, simulated, and wide-area nodes and links. Netbed's primary goals are ease ...

20 Network Simulation II: Space-parallel network simulations using ghosts 

George F. Riley, Talal M. Jaafar, Richard M. Fujimoto, Mostafa H. Ammar

May 2004 **Proceedings of the eighteenth workshop on Parallel and distributed simulation**

Full text available:  pdf(187.54 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

We discuss an approach for creating a federated network simulation that eases the burdens on the simulator user that typically arise from more traditional methods for defining space-parallel simulations. Previous approaches have difficulties that arise from the need for global topology knowledge when forwarding simulated packets between the federates. In all but the simplest cases, proper packet forwarding decisions between federates requires routing tables of size $O(mn)$ (m is the number ...

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